CTHULHU TECH

CHARACTER SHEET

by voidstate - more roleplaying stuff at *www.voidstate.com*

ATTRIBUTES & SKILLS

AGILITY

Agility Feat
Athletics
Armed Fighting
Criminal
Dodge
Fighting
Pilot
Stealth
Thrown Weapons

INTELLECT

Intellect Feat
R* Archanotechnician
R* Archanotech Engineering
* Armourer
Bureaucracy
Business
* Communications
* Computers
Culture
* Demolitions
Education
R* Engineering
History
* Larceny
Law Enforcement
Literacy
R* Medicine
* Munitions
* Occult
Research
Savoir-Faire
R* Science (Earth)
R* Science (Life)
R* Science (Physical)
* Security
Streetwise
Surveillance
* Technician

▲ Combat Skill
* Professional Skill
R Has Requirements

PERCEPTION

Perception Feat
* Appraisal
Artist
Observation
Marksman
Support Weapons

PRESENCE

Presence Feat
Intimidate
Misdirect
Performance
Persuade
Seduction

STRENGTH

Strength Feat

TENACITY

Tenacity Feat
Survival

MISC

Hobbies, Languages, etc.
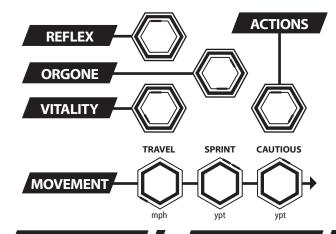
SPECIALIZATIONS

SECONDARY ATTRIBUTES

REFLEX

ORGONE

VITALITY

ACTIONS

TRAVEL
mph

SPRINT
ypt

CAUTIOUS
ypt

MOVEMENT

DRAMA POINTS

1 2 3 4 5
6 7 8 9 10
11 12 13 14 15
16 17 18 19 20

EXPERIENCE

HEALTH

FLESH

LIGHT — -1 Test Penalty

MODERATE — -3 Test Penalty
Half Move / Max 2 Actions
Half Armour

Sanity Check

SERIOUS — -6 Test Penalty
Crawl Only / Max 1 Action
Armour Destroyed

DEATH'S DOOR — Unconscious
Dying & Possibly in Coma

Black out all but *Vitality* hexes in each block.

Name/Callsign

Profession

Race

Allegiance

Place of Birth

Virtue

Flaw

Sex

Age

Distinguishing Features

QUALITIES

➕
➕
➕
➕
➕
➕
➕
➕
➕
➕
➕
➕

Portrait

➕ Asset ➖ Drawback

SPECIAL ABILITIES

INSANITY

Points/
Penalty   Disorders

0
0
-1
-1
-2
-2
-4
-4
!

COMBAT

WEAPON	DMG	SHTS	RNDS	CAL	RNG	DMG BONUS
					/ /	
					/ /	
					/ /	
					/ /	

+2 — -2

ARMOUR	PROT
	/

Trauma Projectile

ATTRIBUTES & SKILLS

AGILITY
SHIFTED

- *Agility Feat*
- Athletics
- Armed Fighting
- Criminal
- Dodge
- Fighting
- Pilot
- Stealth
- Thrown Weapons

INTELLECT
SHIFTED

- *Intellect Feat*
- R* Archanotechnician
- R* Archanotech Engineering
- * Armourer
- Bureaucracy
- Business
- * Communications
- * Computers
- Culture
- * Demolitions
- Education
- R* Engineering
- History
- * Larceny
- Law Enforcement
- Literacy
- R* Medicine
- * Munitions
- * Occult
- Research
- Savoir-Faire
- R* Science (Earth)
- R* Science (Life)
- R* Science (Physical)
- * Security
- Streetwise
- Surveillance
- * Technician

PERCEPTION
SHIFTED

- *Perception Feat*
- * Appraisal
- Artist
- Observation
- Marksman
- Support Weapons

PRESENCE
SHIFTED

- *Presence Feat*
- Intimidate
- Misdirect
- Performance
- Persuade
- Seduction

STRENGTH
SHIFTED

- *Strength Feat*

TENACITY
SHIFTED

- *Tenacity Feat*
- Survival

MISC

- _____
- _____
- _____
- _____

Hobbies, Languages, etc.

SPECIALIZATIONS

- _____
- _____
- _____
- _____

▲ Combat Skill
* Professional Skill
R Has Requirements

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TAGER CHARACTER SHEET
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SECONDARY ATTRIBUTES

- REFLEX
- ORGONE
- VITALITY
- ACTIONS

- TRAVEL — mph
- SPRINT — ypt
- CAUTIOUS — ypt
- MOVEMENT

DRAMA POINTS

1 2 3 4 5
6 7 8 9 10
11 12 13 14 15
16 17 18 19 20

EXPERIENCE

HEALTH

	Mortal	Tager	
FLESH			
LIGHT			-1 Test Penalty
MODERATE			-3 Test Penalty / Half Move / Max 2 Actions / Half Armour
SERIOUS	*Sanity Check*		-6 Test Penalty / Crawl Only / Max 1 Action / Armour Destroyed
DEATH'S DOOR			Unconscious / Dying & Possibly in Coma

Black out all but *Vitality* hexes in each block. Reassign Tager damage to mortal hexes when shifting back.

Name/Callsign _____

Profession _____ Race & Tager Type _____

Allegiance _____ Place of Birth _____

Virtue _____ Flaw _____ Sex _____ Age _____

Distinguishing Features _____

QUALITIES

- ✚ _____
- ✚ _____
- ✚ _____
- ✚ _____
- ✚ _____
- ✚ _____
- ✚ _____
- ✚ _____
- ✚ _____
- ✚ _____
- ✚ _____

✚ Asset   ⬤ Drawback

Portrait

SPECIAL ABILITIES

Tager: microhooks, x2 jump distance, sealed, 2 hr air supply, +4 to Fear Tests, detect dhoanoids, Tager senses, mindlink, big hands, insanity test 1/month

_____

INSANITY

Points/Penalty   Disorders

0   0
0   -1
-1   -2
-2   -4
-4   (!)

COMBAT

WEAPON	DMG	SHTS	RNDS	CAL	RNG	DMG BONUS
_____					/ /	
_____					/ /	
_____					/ /	
_____					/ /	

+2 — -2

ARMOUR	PROT
_____	/

Trauma   Projectile